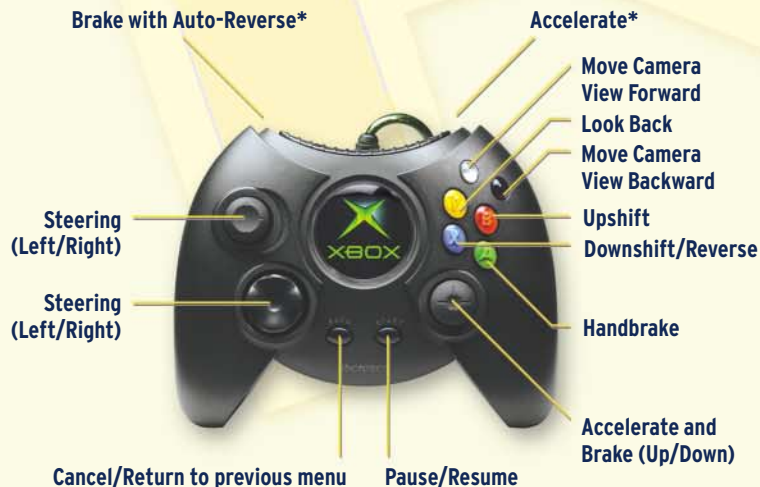


Game Controls



*pressure-sensitive control



Microsoft

0801 Part No. X08-54095

XBOX

ONLY ON
XBOX



PROJECT GOTHAM RACING™



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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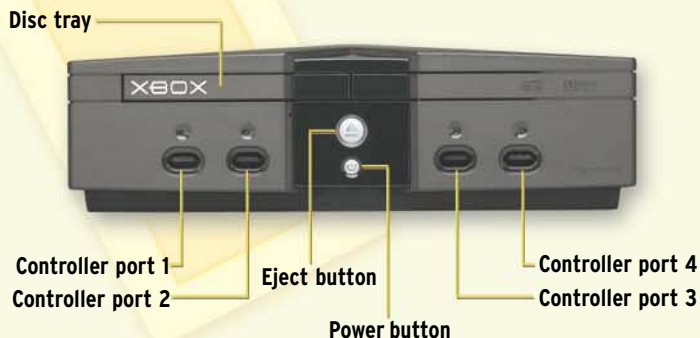
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Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Project Gotham Racing™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing *Project Gotham Racing*.



Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

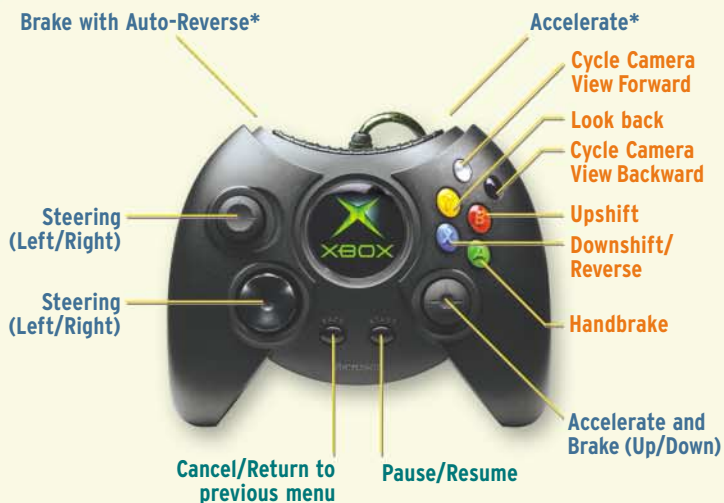


1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Project Gotham Racing*.

Game Controls



The controls illustrated here are the default controls. You can choose from a total of six different controller configurations in *Project Gotham Racing*, each with key steering, accelerating, and braking control assignments designed to meet the demands of all types of racers.



*pressure-sensitive control

Game Controls

To shift into reverse, press the Downshift button (the **X** button).

The default control configuration also features **Auto-Reverse**—when you hold the brake down for one second while your car is at a complete stop, the car will automatically shift into reverse.

To turn off Auto-Reverse, or to change your controller configuration, choose Options on the Main Menu, and then choose Controller Settings.

Movement Actions

Steer Left/Right	left thumbstick
Steer Left/Right	directional pad
Accelerate/Brake	right thumbstick
Brake	left trigger*
Accelerate	right trigger*

Shift & Camera Actions

Handbrake	A button
Upshift	B button
Downshift/Reverse	X button
Look Back	Y button
Move Camera View Forward	White button
Move Camera View Backward	Black button

System Controls

Pause/Resume	START button
Cancel/Return to previous menu	BACK button

*pressure-sensitive control

Game Screen

Once you're racing, the game screen provides constantly updated car performance and race data to keep you up-to-speed.

The game screen displays different information depending on which game mode you're racing in.



circuit
map

tachometer
digital speed display
current gear
boost gauge
(turbo cars only)

Pause Menu

The Pause Menu offers quick access to some of the options you may want to adjust once you get behind the wheel.

To access the Pause Menu, press **START** while you are racing. To resume the current race, press **START** again.

- **Continue.** Return to the current race at the exact location where you paused the game.
- **Restart Race.** End the current race, and head straight back to the starting line to start over with a clean slate.
- **Camera.** Choose a new driving view, or customize the current view.
- **Radio/CD.** Adjust the volume of music and sound FX. Choose between playing music on the radio or on a custom virtual CD you've created. Change radio stations or switch to another CD music track.
- **Quit Race.** End the current race, and return to the game's Main Menu.



Getting Started



Getting Started

Welcome to *Project Gotham Racing*, the Xbox racing game where driving fast with skill, style, and dexterity are the ultimate measures of your racing success.

The first time you start the game, you are asked to create a new Driver.

Your Driver keeps track of your progress through *Project Gotham Racing*; it stores your helmet style, license plate, and other vehicle preferences. It also stores the details of your on-track performances, including Kudos scores, medals earned, record lap times, total time played, total miles driven, and the cars, circuits, and other items you've unlocked.

As you play *Project Gotham Racing*, your progress is saved automatically at key points throughout the game.

To make changes to your Driver once you've created it, choose Driver Manager from the Options menu.

Once you've created a Driver, the Main Menu is displayed, offering a range of racing experiences. For a summary of all the Main Menu items, see page 12.

Unlocking Cars and Circuits

Initially, you can choose from among four cars when you take to the streets of four photo-realistically detailed cities in *Project Gotham Racing*. As you progress, you'll unlock sleeker, more desirable cars, more challenging circuits, and a few surprises.

Bronze, Silver, and Gold Medals



In *Kudos Challenge*, *Quick Race*, and *Arcade Race* modes, you earn Bronze, Silver, and Gold Medals based on either your Kudos score or your race results.

You must earn at least a Bronze medal in each event in order to progress through each of the Levels in *Kudos Challenge*, *Quick Race*, and *Arcade Race* modes, but you'll soon discover the benefits of pushing your performance to the limit. Consistently earning Silver and Gold medals can translate into additional rewards.

Total Kudos, Time Played, & Total Miles Bonus Awards

In *Project Gotham Racing*, you earn Bonus Awards based on:

- The total number of Kudos you've cumulatively earned in *Kudos Challenge*, *Quick Race*, and *Arcade Race* modes
- The amount of time you've spent playing the game
- The total miles you've driven in all of your cars

Your Total Kudos Score is displayed in the lower right corner of most game screens. All of this information is also tracked and stored in your Driver. When you hit a major milestone related to these vital statistics, you unlock a great bonus award.



Kudos Scoring



The Kudos scoring system rewards you not only for getting to the finish line first, but for displaying skill, style, and daring while you're doing it.

As you race high-performance cars on challenging city circuits, the Kudos scoring system keeps track of your every move, and rewards you when you push your performance to the limit.

Your Total Kudos Score, which reflects all the Kudos you've earned in the game, is tracked and is the key to unlocking many great rewards.

Performance Kudos

Performance Kudos are awarded while you're racing in all game modes (except Time Attack). The Kudos Stash meter (in the upper right corner of your game screen) tallies up your Performance Kudos and identifies the specific move you're making to rack up those Kudos. Once you've completed the move, your Kudos Stash is transferred to your Kudos Bank.

You can lose your Kudos Stash before those Kudos are transferred into your Kudos Bank if you fail to successfully finish off the move. For example, you'll lose your Kudos Stash if you hit a wall or another car within three seconds of pulling off a powerslide.

Performance Kudos are awarded for the following moves:

- **Slides.** Slide cleanly through a turn using the handbrake, or pull off a powerslide or pendulum turn. The longer you can hold the slide, the more Kudos you'll earn.
- **360s.** Pull off a sliding 360 while still maintaining forward momentum.
- **Overtake.** Pass an opponent cleanly, and collect a bonus if you can overtake multiple opponents quickly in succession.
- **Navigating cone gates.** Navigate through a path marked by cone gates.

- **Clean Section.** Complete a section of the circuit without sustaining any significant contact or damage.
- **Two wheels.** Get up on two wheels.
- **Big Air.** Get all four tires to leave the track surface simultaneously.
- **Combo bonus.** Perform multiple moves within a short amount of time.

Bonus Kudos

Bonus Kudos are a special category of Kudos that can only be earned in Kudos Challenge mode.

Unlike Performance Kudos, which are awarded while you are racing in all game modes (except Time Attack), your Bonus Kudos points aren't tallied and awarded until after you've crossed the finish line.

Before you head to the starting line to race in one of the nine types of challenges featured in Kudos Challenge mode, you have the option to raise the level of difficulty for that specific challenge, which automatically increases the number of Bonus Kudos you can potentially earn for successfully completing the challenge.

For example, when racing a Hot Lap challenge, you could raise the difficulty level and the number of Bonus Kudos you can earn by slicing several seconds off the pre-set target lap time.

Joker Bonus Kudos

Jokers are special bonus awards that can only be unlocked in each Level of Kudos Challenge mode. Once you've unlocked a Joker, you can use it just once to automatically double the number of Kudos you earn in an individual challenge in that Level (which can be useful if you're having trouble earning Bronze in a particular challenge). **Note:** You can only play a Joker once per Level, and you have to play the Joker *before* you start the challenge.



Quick Race mode

Race through checkpoints against five other cars for a set number of laps. The only way to progress is to earn at least a Bronze medal in each city at each skill level. You'll earn Bronze for finishing 3rd, Silver for 2nd, and Gold for 1st. Your Kudos score is recorded and added to your Total Kudos Score, but it'll take pure speed to progress to the next level.

Arcade Race mode

Score a minimum number of Performance Kudos as you maneuver through cone gates while keeping an eye on the clock. The only way to progress is to earn at least a Bronze medal in each city at each skill level. Good luck, and don't forget to use your handbrake on those tight turns.

Time Attack mode

Post a personal fastest lap on one of over 200 circuits while driving any unlocked vehicle. A ghost car automatically appears to retrace your fastest lap. You also have the option to save your ghost lap so that you can race it again.

Kudos Challenge mode

The Kudos Challenge is the heart of *Project Gotham Racing*. Test your limits as you race your way through 12 levels and nine different types of racing challenges.

With no penalties for trying to improve your performance, Kudos Challenge mode offers the ultimate pursuit of perfection.

Multiplayer mode

Take on human opponents in lively, split-screen, multiplayer racing. Are you ready to put your money where your mouth is? The trash talk ends where the starting line begins.

Options

Choose a different controller configuration, adjust the sound volumes for music, cars, and environmental sound effects, change your driver details, or customize your music experience.

Game Demos

View demos of Xbox games.



Kudos Challenge mode



Kudos Challenge mode is the heart of *Project Gotham Racing*. It's where your racing skills are tested to their limits (and beyond) as you race against the clock and powerful opponents through four cities, 12 levels, and nine different types of racing challenges.

For any of the nine types of challenges, you can increase the potential number of Bonus Kudos you can earn by increasing the difficulty level of the challenge before you start the race.

As you progress through Kudos Challenge mode, you'll unlock valuable rewards, including cars, Jokers, new tracks, and driver models as you strive to earn Bronze, Silver, or Gold medals in each challenge type.

Kudos Challenge event types include:

Average Speed

Race against the clock for a specified number of laps and earn Bonus Kudos when you beat the target average speed. For example, you may be challenged to race three laps while recording an average speed of 85 mph. Rack up more Bonus Kudos when you increase the challenge and push the digital speed display to triple digits.

Hot Lap

In Hot Lap-Single, race a set number of laps around a circuit with the goal of laying down one sizzlingly fast hot lap. In Hot Lap-Average, race a set number of laps around a circuit with the goal of setting a blazingly fast average lap time. Turn up the heat and increase the number of Bonus Kudos you can earn by setting scorchingly hot target lap times on the Hot Lap Setup screen.

Style Challenge

Slide behind the wheel and prepare to showcase your Kudos style. In the Style Challenge, you've got three minutes to complete three laps while gaining as many Performance Kudos as you can. Catching air, getting up on two wheels, pulling off powerslides and 360s, navigating cleanly through cone gates—moves like these are a requirement, not a luxury, when you take on the Style Challenge.



Kudos Challenge mode

One-on-One

In this challenge, you display seemingly impeccable good manners by graciously giving your opponent a sporting head start. It's not all about being nice, however: the bigger the head start you bestow, the more Bonus Kudos you'll earn when you successfully pass your opponent and maintain that front place position through to the finish line.

Overtake Challenge

How many cars do you think you can pass before time runs out? You won't get away with bringing up the rear if you want to gain Kudos in this type of challenge. Increase the target number of cars you want to pass within the time limit to earn more Bonus Kudos.

Street Race

Show off your pure racing skills when you start dead last in the field and have to battle your way into the best possible finishing position. At a bare minimum, you need to overtake at least one opponent and maintain that position through to the finish line. You can increase your Bonus Kudos points by staking a claim for a higher finishing spot before you head to the starting line.

Timed Run

In a Timed Run, your goal is to complete three laps before the timer ticks down, and it's up to you to determine how you want to play it. Will you lay down a scorcher on the initial lap, and then breeze through the other two? Or, will you shoot for consistency, slicing seconds off your time as you lay down each successive lap?

Top Speed

Things quickly get fast and furious when you take on the Top Speed challenge, where your goal is to record the fastest possible top speed. You'll have a bare minimum to beat, but you can up the ante and increase your Bonus Kudos points by setting a more aggressive target top speed.

Total Laps

How many laps do you think you can complete within a specified time limit? You won't see success unless you complete at least three laps, and you can pile on the pressure by increasing the target number of laps.



Other Race Modes

Quick Race and Arcade Race modes

Quick Race and Arcade Race are complementary racing modes designed to allow you to focus individually on the twin towers of Kudos scoring: getting to the finish line first and showing driving skill, daring, and dexterity.

In both Quick Race and Arcade Race modes, you'll need to earn at least a Bronze medal on a circuit in each city at the first level in order to move on to more challenging levels.

As you progress through each level, you'll soon discover that success has its own rewards, including powerful new cars and custom racing-themed car skins.

Quick Race mode

In Quick Race mode, focus on wheel-to-wheel racing and placing in the top three. Similar to the Street Race challenge in Kudos Challenge mode, you start dead last against a field of five opponents, and your only measure of success is a finish in the top three.

While they don't affect the outcome of the race, any Kudos you earn in Quick Race mode are added to your Total Kudos Score and contribute to unlocking bonuses.

Arcade Race mode

In Arcade Race mode, showcase your Performance Kudos skills as you navigate through cone gates and tight turns. Rack up maximum Performance Kudos while keeping one eye on the clock.



Time Attack mode

In Time Attack mode, focus on posting your personal fastest lap on one of over 200 circuits featured in the game. To keep you on your toes, once you've posted a personal fastest lap, a ghost car will take to the track to repeat that record-setting lap, and to give you something to chase after.

Time Attack is the only game mode in *Project Gotham Racing* that does not feature the Kudos scoring system.



Multiplayer Racing

Project Gotham Racing features head-to-head, four-player, split-screen, multiplayer racing. You can go wheel-to-wheel racing through four cities against up to three human opponents, all without ever leaving your sofa.

When setting up a multiplayer racing event, you and your opponents choose the track before heading to the Car Select screen to simultaneously select your vehicles.

In Multiplayer racing, you can choose between two racing options: Win By Time or Win By Kudos. By choosing between these options, you decide whether the winner of a Multiplayer event is determined by who crosses the finish line first on the final lap or who scores the most Kudos. You can specify which way you want to race on the Game Settings screen (Options menu).

You can also customize the number of laps and time-of-day conditions for all Multiplayer races on the Game Settings screen.

Once all participants have confirmed their car selections, you'll head to the starting line. If you're lucky, you'll be able to hear the race start countdown over the roar of the trash talk.



Listening to Music

You can either listen to the radio or to a custom virtual CD you've created while you are playing *Project Gotham Racing*.

To switch between the radio and the CD player or to change radio stations while you're racing, simply press **START** to display the Pause Menu.

For more information on creating a custom virtual CD, see page 24.

New York City radio stations

- *Gotham Radio*—NYC's hottest alternative music station, with Bill Reid and Chris Booker.
- *Hot 97*—With blazing hip-hop and R&B, Angie Martinez keeps you in the mix.
- *E-Radio*—The latest in electronic music with Brian Beck.

San Francisco radio stations

- *Live 105*—Alternative rock to keep you racing with Jared as your host.
- *Bump FM*—Chuy Gomez & Julie Pilat keep the hip-hop and R&B poppin'.
- *Damage Radio*—Hard rock with Jim Keller. Wimps need not apply.

London radio stations

- *Capital FM*—The best mix of pop music with Simon "Schoolboy" Phillips.
- *XFM*—Crank up an eclectic mix of music with Paul Anderson as your guide.
- *Digital FM*—London's best electronic music keeps you moving.

Tokyo radio stations

- *InterFM*—Tokyo's #1 music station plays hits from around the world.
- *Volcano FM*—Loud rock that'll keep your foot glued to the floor, with Akifumi Endo.
- *Fresh FM*—The latest hip-hop cuts brought to you by Maya Hoshino and Takumi Fujita.

Options Menu

Game Settings

- **Rearview mirror.** Choose On or Off. The rearview mirror can be displayed in both the In-Car and all external camera views.
- **MPH/KPH.** Choose to display your speed as either miles per hour (MPH) or kilometers per hour (KPH) on the in-game digital speed display.
- **In-Game Map.** Choose On or Off. The in-game map is displayed as an overlay in the lower left portion of your game screen while you are racing. Both your position and your opponents' are depicted dynamically on the map.
- **City Flythrough.** With this option on, you see a quick preview flyover of the current city section before starting a race. To skip through it, press **A**.

Multiplayer Options

- **Time-of-day.** Set the default time-of-day (Day or Night) for all races in Multiplayer mode.
- **Laps.** Specify the default number of laps (1, 2, 3, 5, 10, 20, or 30) for all races in Multiplayer mode.
- **Win By Time/Kudos.** Specify whether who wins a Multiplayer event is determined by who crosses the finish line first on the final lap or who scores the most Kudos.
- **Split-Screen Config.** Choose between horizontal and vertical.

Time Attack Options

- **Time-of-day.** Set the default time-of-day (Day or Night) for all races in Time Attack mode.
- **Weather.** Set the default weather conditions (Clear, Wet, Raining, or Foggy) for all races in Time Attack mode.

Controller Settings

- **Controller.** Choose from six different configurations, each with key steering, accelerating, and braking control assignments designed to accommodate all racing styles.
- **Vibration.** Choose On or Off. With this option on, you'll feel vibration effects through your controller in response to contact with cars and the environment.
- **Auto-Reverse.** When you hold the brake down for one second while your car is at a complete stop, your car will automatically shift into reverse.

Sound Settings

- **Music Volume.** Specify a volume level of between 0-100 (in increments of 10) for CD or radio music heard both while you are setting up an event and while you are racing.
- **Sound FX Volume.** Specify the volume level of both your car and your opponents'. When the roar of the engines and the screech of the brakes get to be too much for you, it may be time to hang up your keys. On the other hand, a minor volume adjustment might just do the trick.
- **Ambient Balance.** Specify the volume level of the city street environmental sound FX. This setting affects the level to which city sound effects (i.e., sirens and birds) are heard in relation to other sound FX (i.e., engine noise and car skids).

Note: You can adjust sound settings while you are racing via the in-game Pause Menu. To display the Pause Menu, press **START**.





Music Manager

With Music Manager, you can create your own custom, virtual CD that features the songs *you* want to hear while you're playing *Project Gotham Racing*.

Once you've selected songs from your personal CD collection and created a custom soundtrack using the Xbox Soundtracks feature, you can import either a soundtrack's entire playlist or individual tracks for listening to while you're playing *Project Gotham Racing*.

For details on creating a custom soundtrack from your personal CD collection using the Xbox Soundtracks feature, see the Soundtracks section in the Xbox Instruction Manual.

With Music Manager, you can also:

- Specify whether you want to hear your songs played via the in-game CD player or on one of the 12 radio stations featured in the game.
- Add songs from the *Project Gotham Racing* playlist to your virtual CD.
- Remove songs you don't like from the *Project Gotham Racing* playlist.

Driver Manager

- **Setup Driver.** Make changes to an existing driver profile, including changing the helmet and license plate style and text.

You can also delete a Driver via the Select Driver screen.

Other Options

Replays

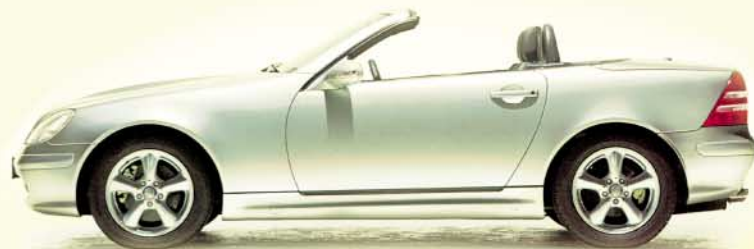
- **Load Replay.** Choose a replay file to view from a list of Replay files you've previously saved.
- **Delete Replay.** Choose a replay file to delete from a list of previously saved Replay files.

Demos

Choose from a range of demo movies that showcase the cars and the cities of *Project Gotham Racing*.

View Credits

Displays a list of *Project Gotham Racing* team credits.



Team Credits

Bizarre Creations Credits

Production Martyn Chudley
 Brian Woodhouse
 Peter Wallace
 Ged Talbot
 Glyn Williams
 Kev Reilly
 Chris Pickford
 Steve Gaffney
 Allan Speed

Programming Roger Perkins
 Phil Snape
 Edmund Clay
 Keith Pickford
 Sam Hall
 Nick Bygrave
 Steve Cakebread
 Dave Al-Daini

City Art Jon Dugdale
 Mark Sharratt
 Derek Chapman
 Julie McGurren
 Paul Spencer
 Glen Griffiths
 David McDonald
 Boz Briers
 Matt Cavanagh
 Stuart Jackson

Car Art Chad Birosh
 Ben O'Sullivan
 Steve Heaney

2D & Front-end Art Gren Atherton
 Jonathan Reilly
 Lee Carter

Audio Nick Wiswell
Biz Sarah Chudley
 Chelle Langton
 Walter Lynsdale

Microsoft Credits

Program Manager Garrett Young
Test Lead Jimbo Pfeiffer
Art Lead Kiki Wolfkill
Content Lead Kiki McMillan
Audio Lead Andre Hoth
Product Manager Raja Subramoni
Lead Product Planner Norman Cheuk
Licensing Christian Phillips
 Kathy Kim

User Testing Michael Medlock
Localization Vanya Sandberg
Programming Andrew Kertesz
 Kendrick Shaw

Art Alex Hillman
 Gavin Vaden
 Howard Schargel

Print Design Jennie Chan
Print Production Jeannie Voirin
 Doug Startzel

Radio DeeJay Scripting Fred Northup, Jr.
 Kiki McMillan
 Dan Greenawalt

Design Todd Van Horne
Content Coordination Craig Stum
Games Technical Support Dan Greenawalt
 Dan Tunnell

Senior Testers Jay Adams
 Steven Brandt
 Chris Clay
 Michael Conn
 Aaron Hudson
 James Sweet
 Armond Williams
 Mike Yriondo

Testers

See in-game credits for a complete list of the *Project Gotham Racing* team members.

Warranty

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90 day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

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For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
 Microsoft Corporation
 One Microsoft Way
 Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

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